The Learning Company™

Juggles' Rainbow™

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545 Middlefield Road
Menlo Park, CA 94025

Juggles' Rainbow

Juggles' Rainbow runs on:

- ☐ Apple II, 48K with Applesoft
- ☐ Apple II+, 48K
- ☐ Apple IIe

With:

- ☐ Disk] [
- ☐ Monitor or TV
  (color recommended)

For:

- ☐ Ages 3-6

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WELCOME TO JUGGLES' RAINBOW

With Juggles' Rainbow you can start using a computer before you can read. Juggles can even help you explore concepts and get ready to read. You can learn about above and below, left and right. You can match colors and learn how things look in different places.

TO PARENTS OR HELPERS:

Juggles' Rainbow is a computer game children can explore many times. Help them play each game until they are comfortable. Sometimes that takes several days, a few minutes each day. There are three games, each with three lessons. The first lessons have play and test sections. In the first lesson of each game, the keyboard matches the screen. In the second lesson, the idea is presented in a harder way. In the third lesson, your children play with rainbow colors and dancing rain, a butterfly with new wings, or a musical windmill.

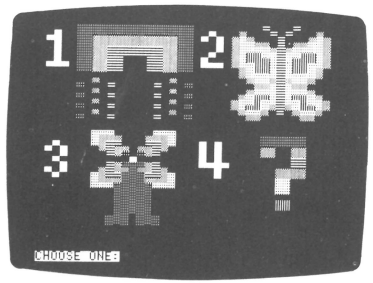
To get started with Juggles' Rainbow non-readers will need help from someone who can read. Juggles will give them clues to help them learn.

Note to Parents or Helpers:
It helps some children to have the TV screen placed directly on or behind the computer. That way it is easier to see which keypresses make different things happen.

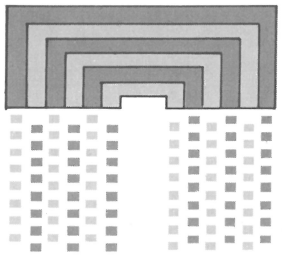
GETTING STARTED

Put your Juggles' Rainbow disk in the disk drive and close the door. Turn on your computer.

Wait for the picture menu. This is where you choose a game.

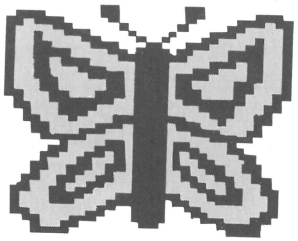


1. JUGGLES' RAINBOW



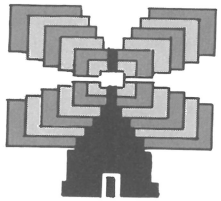
This game is about ABOVE and BELOW. Play this game first. It will help you get ready for the others.

2. JUGGLES' BUTTERFLY



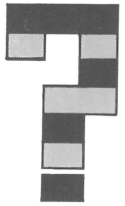
This is a LEFT and RIGHT game. Play this game next. Take all the time you need to play and learn each game.

3. JUGGLES' WINDMILL



Are you ready to make things appear ABOVE/LEFT and BELOW/RIGHT? Now you can make music, see letter shapes, and make a colorful windmill appear.

4. THE BIG QUESTION MARK



This is not a game. You need a helper who can read to use this part. This shows the instructions. Press [4] to find out about special keys and how to set up the keyboard. You can also learn how to turn the sound on and off. The picture clues go on and off too.

To choose, press [1], [2], [3], or [4].

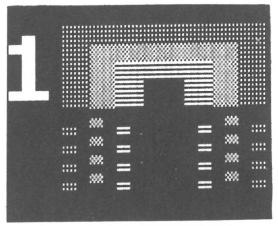
When you are finished playing a game, you can come back to the picture menu. Hold down the [SHIFT] key. Then press the [?] key.

(Photo of IIe keyboard)

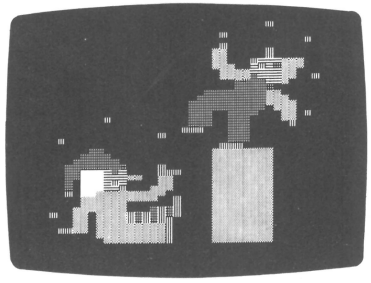
THE GAMES

1. JUGGLES' RAINBOW

To start this game, press [1] on the picture menu.



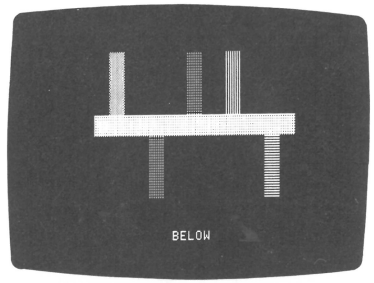
While the light is on and the disk drive is spinning, your computer is putting a program in the computer's memory. Here comes Juggles ABOVE his box. Next comes his friend Pete BELOW.

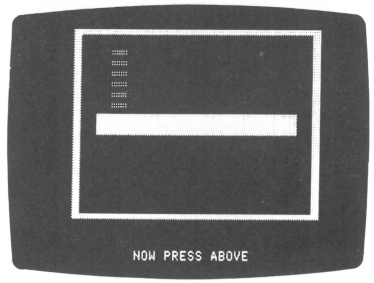


A blue bar will show on your screen. Use the long blue strip from this package. Place it on the keyboard to match the bar on the screen. This picture will show you how.

Look for the blinking square on your screen. This is a signal. It means: "PRESS ONE KEY." If you press keys too quickly, nothing will happen. Wait until you see the signal.

Press a key above or below your blue strip. Watch what happens on the screen. Keep pressing keys to see how the game works. When you have pressed five keys, special music plays. A blue frame appears on your screen. Now Juggles will help you follow directions. He uses pictures and words as clues.

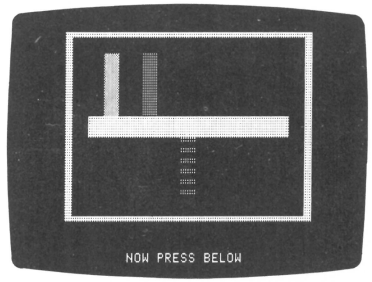




Juggles may say, "NOW PRESS ABOVE." When he does, press a key ABOVE your blue strip.

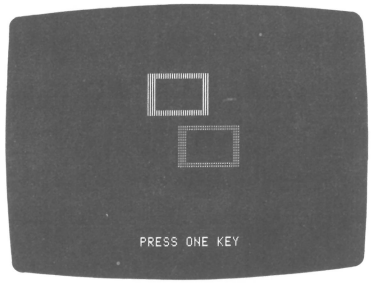
Juggles may say "NOW PRESS BELOW." Then press a key BELOW your blue strip.

If you make two mistakes, the blue frame goes away. Practice ABOVE and BELOW some more. The blue frame will soon come back.

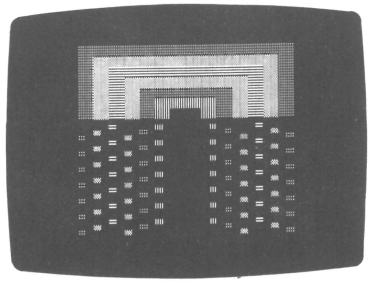


Find the [SPACEBAR] at the bottom of the keyboard. You can press it to move to a new lesson when you want to.

Juggles also has some boxes for you. Can you make them fill in and change colors? Watch for the words "ABOVE" and "BELOW." They show you which keys you have pressed. Follow directions when a blue frame appears.



Are you ready to make a rainbow? Press ABOVE keys to make the rainbow. Press BELOW keys to make the rain. When the rainbow is done, keep pressing the keys. Now look at the colors of the rain and the rainbow. Do the colors match? If not, try to match them again.

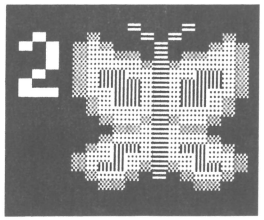


Play with a friend:

Close your eyes. Have your friend press a key to change the colors of the rain or the rainbow. Open your eyes. Can you match up the colors again? Listening helps. Take turns. Can your friend match the colors when you mix them up?

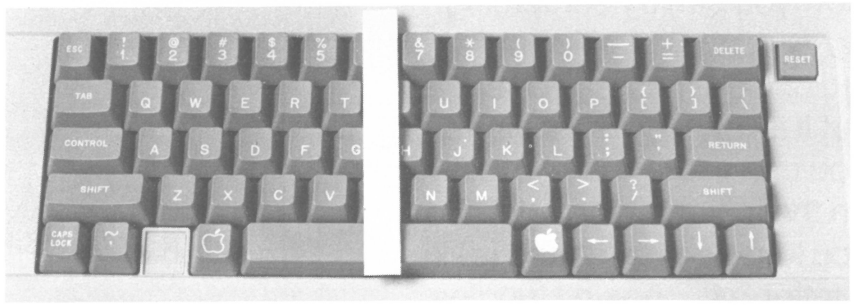
To chose a new game, go back to the picture menu. Press [SHIFT] and [?] at the same time.

2. JUGGLES' BUTTERFLY

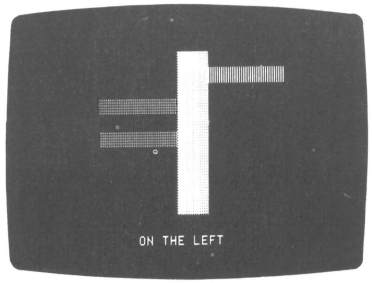


Press [2] from the picture menu to get to this game. Watch the clowns pop up on the LEFT and RIGHT.

A blue bar will show on your screen. Use the short blue strip in this package. Place it on your keyboard to match the bar on the screen. The picture shows you how.



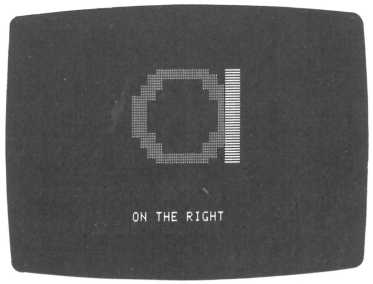
Press some keys to see what happens. Juggles makes colored bars appear on the left and on the right. You can use both hands for this lesson if you want to. After you have pressed five keys, something new happens. A blue frame appears on your screen. Now Juggles will help you follow directions. He uses pictures and words as clues.



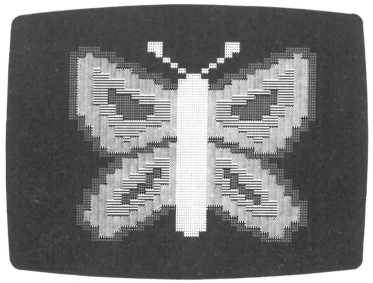
Juggles may say, "NOW PRESS LEFT." When he does, press a key to the LEFT of your strip. Juggles may say, "NOW PRESS RIGHT." Then press a key to the RIGHT of your strip. The dotted line is a clue.

If you get mixed up, Juggles will help. He will say, "THAT WAS ON THE LEFT. NOW PRESS RIGHT." If you make two mistakes, that is okay. Juggles will give you more time to practice.

Now you can try something harder. Juggles will show a red circle. It has jagged edges, but it is Juggles' best circle. You can make a line appear on the left or on the right. Do you know which shape is like a letter "a"? Again, Juggles will ask you to follow directions.



At last you can make a butterfly. Keys on the LEFT make the wings on the LEFT. Keys on the RIGHT make the wings on the RIGHT.

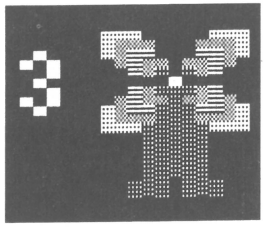


When the butterfly is done, keep pressing the keys. Mix up the colors on both wings. Can you match the wings up again? Can your friends close their eyes while you press a key, then make the wings match?

Press [SPACEBAR] to start over again.

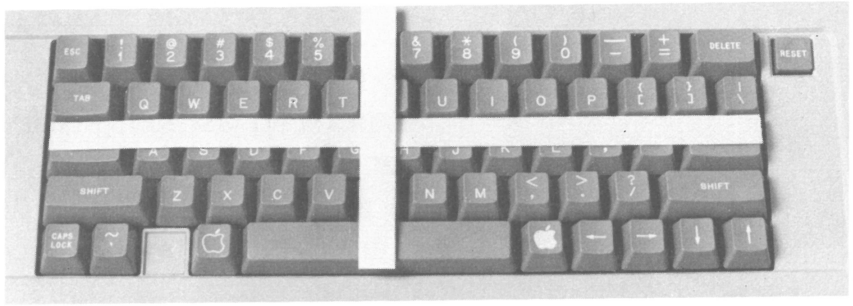
To choose a new game, go back to the picture menu. Press [SHIFT] and [?] at the same time.

3. JUGGLES' WINDMILL

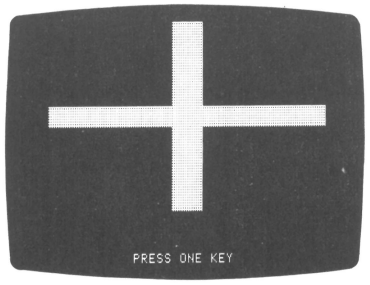


Press [3] from the picture menu to play this game.

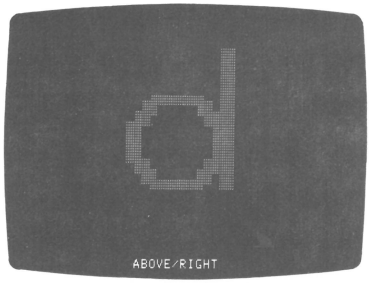
First set up your keyboard to match the blue lines on the screen. Use both blue strips. Make your keyboard look like the one in the picture.



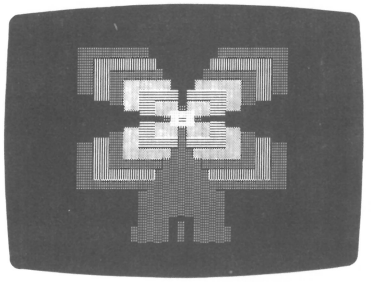
Press any key. A square will appear each time you do. And Juggles will tell you where the square is. For example, it may be ABOVE/LEFT or BELOW/RIGHT. After five turns, watch for the blue frame and picture clues. Put the squares where Juggles tells you to place them. Juggles will help if you make a mistake. If you make two mistakes, he will give you more time to practice.



Then Juggles will show you a shape. You add lines to the shape. Can you make the shape look like the letters **p** and **q, b** and **d**? Again there is a section where you can follow directions.



Finally you get to make Juggles' windmill appear. When it appears, keep pressing the keys. Change the colors on each windmill blade. Match two of the blades. Then match the other two blades. Change them again for a friend to match up.



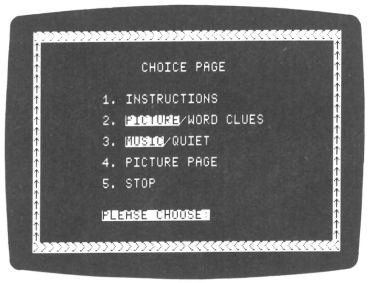
Press [SPACEBAR] to start over again.

Press [SHIFT] and [?] at the same time to return to the picture menu and pick a new game.

4. THE BIG QUESTION MARK

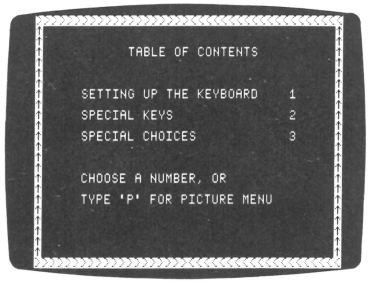
The Big Question Mark is for parents and helpers.

Press [4] from the picture menu to get the CHOICE PAGE. On this page you can choose instructions or turn music and picture clues on and off.

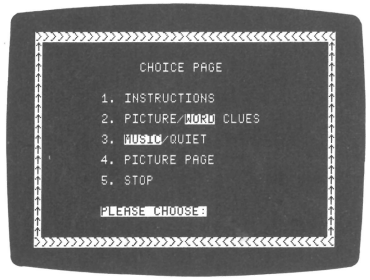


[1] INSTRUCTIONS

If you press [1]: you first see a Table of Contents. From there you can choose instructions for setting up the keyboard (1). You can ask to see a list of special keys (2). You can read how to turn off the picture clues or music (3).

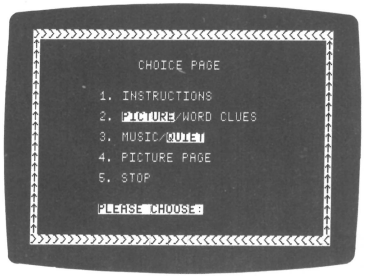


[2] PICTURE/ WORD CLUES



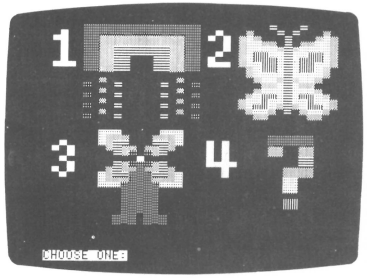
If you press [2]: you switch the white box from PICTURE to WORD CLUES. Try it again. The box will move back. This is the way to turn the picture clues on and off. Without picture clues, the test sections of the games are harder. Words are the only hints that you get, so someone has to read to the child. With sound off, children learn to listen for clues and learn words to go with concepts.

[3] MUSIC/QUIET



If you press [3]: you switch the white box from MUSIC to QUIET. This turns the music off. Press [3] again to turn the music back on.

[4] PICTURE PAGE



If you press [4]: you return to the picture menu where you can pick a new game.

[5] STOP

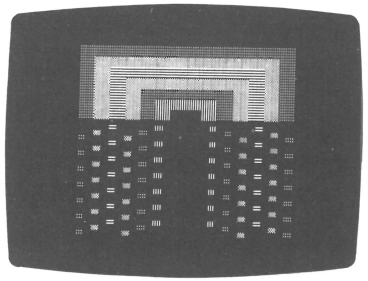
If you press [5]: you will exit from this program.

THE LEARNING LIST

Juggles' Rainbow presents important skills for getting ready to read and do math. Each game builds on the skills from the game before it. Children can play the same game many times and learn new concepts each time. At first, they will learn how to make something happen on the screen, and how to follow directions. Later they explore how to control the colors. Finally, they learn the structure of each game's three lessons.

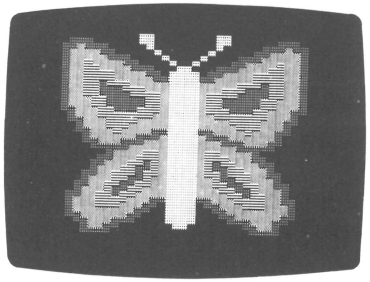
GAMES	CONCEPTS AND SKILLS PRESENTED

1. JUGGLES' RAINBOW



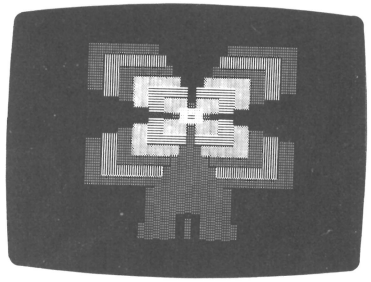
- Relating horizontal planes (keyboard) to vertical planes (screen).
- Recognizing opposites (above/below).
- Learning spatial awareness (horizontal symmetry, above/below, halves).
- Following directions.
- Noticing pattern development (rainbow).
- Matching colors (rainbow to rain).
- Eye tracking from left to right.

2. JUGGLES' BUTTERFLY



- Relating horizontal planes (keyboard) to vertical planes (screen).
- Recognizing opposites (left/right).
- Learning spatial awareness (left/right, halves).
- Following directions.
- Noticing vertical symmetry (butterfly wings).
- Matching colors (butterfly wings).
- Noticing pattern development (butterfly, top to bottom).
- Eye tracking from top to bottom.

3. JUGGLES' WINDMILL



- Relating horizontal to vertical planes (keyboard to screen).
- Learning spatial awareness (quadrants).
- Pairing concepts (above/left; below/right).
- Following directions.
- Recognizing the shapes of **b, d, p, q,** the four hardest letters of the alphabet.
- Noticing two-way symmetry (windmill blades).
- Matching colors (windmill blades).
- Noticing pattern development (windmill).

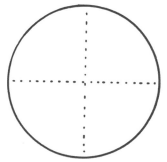
ADDITIONAL ACTIVITIES

JUGGLES SAYS:

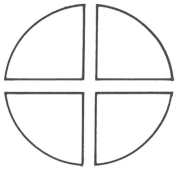
Play 'Juggles Says' with your friends. Here is how you play. Cut out a blue strip of paper. Put it where there are things above and below the paper (or where there are things to the left and to the right). The blue strip can be on your waist or on the edge of the kitchen counter, or wherever you want it to be. Choose who will be Juggles first. Juggles then looks for something above the blue strip. He (or she) says, "Juggles sees something ABOVE." Your friend has to guess what it is. When your friend guesses, he or she gets to be Juggles. He or she can pick something ABOVE or BELOW (or LEFT, or RIGHT). You can also *pretend* that the blue line is someplace, like on the ground or attached to a boat on the water. You have to tell your friend where you are pretending the blue line is. Take turns again. It's like 'I Spy.'

HALVES AND QUARTERS MIX-UP:

Draw large, even circles on paper. To get even circles, trace your pencil around the rim of a round cup, glass, or bowl. Color each circle a different color. Carefully cut out each circle. Fold each circle in half. Fold it in half again. You should have lots of different colored circles that look like this:



Cut each circle along the fold lines to make four quarters like this:



Mix up all the pieces and spread them out on a table. See how many circles you can make to match descriptions like these:

- red ABOVE; blue BELOW
- green on the LEFT; yellow on the RIGHT
- purple ABOVE/RIGHT, BELOW/LEFT;
  pink ABOVE/LEFT, BELOW/RIGHT

Make up your own descriptions. Add to the fun by folding and cutting squares, diamonds, and other symmetrical shapes into quarters . . . and playing the same kinds of games.

SING FOR LEFT AND RIGHT:

Sit on the floor when you and your friends sing and act out this song. The tune is the same as *Yankee Doodle Went to Town.*

We are happy friends of Juggles.
We know left from right.
We can raise our left big toe.
Now we can raise our right.

Sing the song again and again, but change the things you raise (for example: shoulder, eyebrow, elbow, knee, ankle, wrist, hip). You can use your fingers to raise eyebrows or to pull up on toes or ears.

MINDING YOUR P's AND Q's:

Draw a big, fat, lower case **p** on cardboard or construction paper. Cut it out carefully. Flip the **p** over to make a **q.** Turn the **q** around to make a **d.** Flip the **d** over to make a **b.** Do this with a friend. Can your friend name each letter?

When you play Juggles' Windmill, you will find a game like this. Use your letter cutout when playing this part of the game. Match it to the letter shapes you build on the screen. Name the letter you "build" each time.

SPECIAL KEYS

KEY	FUNCTION
SHIFT ?	Press both keys at the same time to return to the picture menu to choose a new game.
SPACEBAR	Press SPACEBAR to skip to the next part of the game or go back to the beginning of the game. You can also press SPACEBAR to skip the opening pictures in each game.

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With Bumble, a friendly creature from the planet Furrin, children learn fundamental math skills and create computer graphics. Ages 4-10.

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Children develop abstract thinking skills by solving complex logic puzzles in Gertrude's animated world. Ages 8-13.

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